

Name	Data Type	Usage
GridSize	int	Static constant, part of GameGrid class, which will define the dimensions of the grid. Initially, this will be set to 3 , in order to generate a 3×3 grid. Grids of variable sizes can be generated by changing the value of this constant
playerName	string	This is to store the player's name
playerLetter	string	This is to store the player's letter